

Bilingual Talking Laptop

60-2626

OWNER'S MANUAL — Please read before using this equipment.

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! IMPORTANT !

If an icon appears at the end of a paragraph, go to the box on that page with the corresponding icon for pertinent information.

- | | |
|-------------|---------------|
| ⚠ — Warning | ! — Important |
| ⚡ — Caution | 💡 — Hint |
| 📌 — Note | |

Thank you for purchasing a RadioShack Bilingual Talking Laptop. Your laptop is a fun learning tool you can use alone or with a friend. The laptop talks to you to help you learn math and spelling, test your memory, and challenge yourself with word games. Enjoy 40 different activities in all. Use the laptop to help develop your computer skills with the fully-functional mouse and keyboard.



Bilingual Compatibility — lets you select English or Spanish as the language to use during your activities.

Built-In Mouse — lets you move the cursor to the desired location without using the keyboard.

Spoken Instructions and Responses — gives you audible instructions, answers, and encouragement.

Electronic Synthesizer — lets you record and play back songs that you compose.



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CAUTION

Installing Batteries

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.
- Never leave dead or weak batteries in the laptop.
- Dispose of old batteries promptly and properly. Do not burn or bury them.
- Do not use rechargeable batteries.
- If you do not plan to use the laptop for a week or more, remove the batteries.

Using an AC or DC Adapter

- Use a (Class 2 for AC) power source that supplies 6V DC and delivers at least 300 mA. Its center tip must be set to positive and its plug must fit the laptop's **DC 6V** jack. Using an adapter that does not meet these specifications could damage the laptop or the adapter.
- Always connect the adapter to the laptop before you plug it into the power source, and unplug the it from the power source before you unplug it from the laptop.
- Do not leave the laptop plugged in when you are not using it.

NOTE

- Replacing the batteries erases the laptop's memory. To protect memory, plug your optional AC adapter into the laptop, then the outlet before replacing the batteries.
- If your laptop locks up, reset it by removing the batteries and reinstalling them.

POWERING YOUR LAPTOP

INSTALLING BATTERIES

Your laptop requires four AA batteries (not supplied, available at your local RadioShack store or online at www.RadioShack.com) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.

1. Use a Phillips screwdriver to loosen the screw in the battery compartment cover.
2. Install the batteries as indicated by the polarity symbols (+ and -) marked inside the battery compartment.
3. Replace the cover and tighten the screw.

When the sound weakens or the display dims, replace the batteries.

USING AN AC OR DC ADAPTER

To power your laptop from a standard AC outlet or your vehicle's battery power, you need an AC or DC adapter and a size M Adaptaplug™ (neither supplied, available from RadioShack).

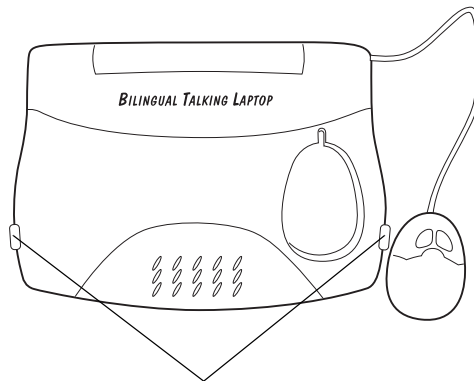
1. If necessary, set the adapter's voltage switch to 6V.
2. Attach the Adaptaplug to the adapter's cord with the switch set to positive (+).
3. Insert the barrel plug into the laptop's **DC 6V** jack.
4. Plug the other end of the adapter into the power source.

When you finish using the laptop, turn it off and unplug the adapter from the power source before unplugging it from the laptop.

OPERATION

OPENING THE COVER

1. Place the laptop on a flat surface, then press the release buttons on both sides of the laptop to unlock the cover.
2. Lift up the cover so you can see the screen.
3. When you finish using the laptop, fold the cover down until it locks into place.



Release Buttons

TURNING THE LAPTOP ON AND OFF

1. To turn on the laptop, press **ON/MODE**. The laptop plays a short melody, **Bilingual Talking Laptop** appears, and the laptop prompts you to select a language.
2. Press **E** for English or **S** for Spanish, then press **ENTER**. Or click the mouse, or press **ENTER**, when the desired language appears.
3. To turn off the laptop, press **OFF**. The laptop says "Bye Bye" and turns itself off. ☑

SELECTING AN ACTIVITY

This section provides general instructions for playing games on the laptop. For information about each game, see "Activities" on Page 4.

1. Press **ON/MODE** to select an activity. The laptop shows you the *Category Selection Menu (Vocabulary/ Grammar, Mathematics, Music/Drawing, Game/Amusement)* and says "Select an activity." ☑
2. Type in the activity number and press **ENTER**. You can also select the activity step by step from the *Category Selection Menu*:
 - When the desired category appears, press **ENTER** or click the mouse.
 - Select the activity from the number box using the arrow keys, or just type in the number.
 - After your selection, press **ENTER**, or any mouse button.

☑ NOTE ☑

Turning the Laptop On and Off

If you do not press a key for 5 minutes, the laptop says "Bye Bye" and turns off automatically to save power. To turn it back on, press **ON/MODE**.

Selecting an Activity

- If you do not press a key for about 10 seconds, the laptop repeats the instructions every 10 seconds until you select an activity.
- While in any vocabulary, grammar, mathematics or shape puzzles activity, you can get help by pressing **HELP**.
- If you do not select an activity within about 40 seconds, Activity 40 (a demonstration of the available games) begins.

If you want to go to another activity before finishing the existing activity, press **ON/MODE** to go back to the Category Selection Menu and restart the selection procedures.

SCORING

Every time you answer a question correctly, an animated character appears and congratulates you.

If you answer incorrectly, the laptop sounds a low tone, says "Try again," and another animation appears. If you get the wrong answer a second time, the laptop sounds a low tone and displays the correct answer.

The vertical bars at the top of the screen indicate the number of questions answered correctly. For example, if you answer three questions correctly, three bars appear.

At the end of the activity, the laptop gives you feedback on your performance.

NOTE

Activities

- Clicking the left or right mouse button is the same as pressing **ENTER** on the keypad.
- Any time you miss a picture or need to see it again, press **REPEAT**.
- When you finish an activity, the Category Selection Menu appears. Type in the number of your desired activity and press **ENTER**, or follow the activity selection procedures (see "Selecting an Activity" on Page 3).
- Press **←** (backspace), or **ALL CLEAR**, to fix any mistakes.

Activity 1

- You earn one point for each correct answer. You have two chances to answer each question.
- If you answered incorrectly both times, the laptop shows you the correct answer, and you get no points.

ACTIVITIES

This section describes all of the games and activities you can play on your laptop. Each description includes explanations of how the game is played, whether the game or activity is scored and how you earn points if it is scored. ☑

CATEGORY 1: VOCABULARY & GRAMMAR

ACTIVITY 1 — MISSING LETTER

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1**, then **ENTER** to start Activity 1. A picture, then a word associated with that picture, appears. There is one letter missing in the word.
3. Type in the missing letter. ☑

ACTIVITY 2 — SPELLING CORRECTION

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2**, then **ENTER** to start Activity 2. A picture, then a word associated with that picture, appears. There is one incorrect letter in the word.

3. Move the cursor to the incorrect letter, then type in the correct one.

ACTIVITY 3 — SCRAMBLED WORD

1. Press **ON/MODE** to go to the *Category Selection Menu*.
2. Press **3**, then **ENTER** to start Activity 3. A picture, then a scrambled word associated with that picture appears.
3. Move the cursor to the first letter of the word, then press **ENTER** or click the mouse. The selected letter moves to the first letter of the second row.
4. Repeat Step 3 for the second and subsequent letters.

When you rearrange the letters in the correct order, you earn 1 point.

ACTIVITY 4 — EXTRA LETTER

1. Press **ON/MODE** to go to the *Category Selection Menu*.
2. Press **4**, then **ENTER** to start Activity 4. A picture, then a word associated with the picture with an extra letter added, appears.
3. Move the cursor to the incorrect letter, using the arrow keys or mouse, then press **ENTER** or click the mouse button.

ACTIVITY 5 — ANAGRAM

In Anagram, you make a new word using the letters from the displayed word.

1. Press **ON/MODE** to go to the *Category Selection Menu*.
2. Press **5**, then **ENTER** to start Activity 5. A word appears.
3. Move the cursor to the desired letter of the displayed word, then press **ENTER** or click the mouse button. The selected letter moves to the second row to start your new word.
4. Repeat Step 3 until all the letters of the original word are used.

☒ **NOTE** ☒

**Activity 6 – Plural &
Activity 7 – Antonym**

You earn 1 point for each correct word. **Activity 8 – Flash Memory**

You earn 1 point for each correct spelling.

Activity 9 – Root Word

You earn 1 point for each correct answer.

ACTIVITY 6 – PLURAL

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **6**, then **ENTER** to start Activity 6. Pictures of two identical items flash.
3. Type in the plural form of the word associated with the items, then press **ENTER**. ☒

ACTIVITY 7 – ANTONYM

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **7**, then **ENTER** to start Activity 7. A word appears.
3. Type in the antonym (a word with the opposite meaning) in the second row.
4. Press **ENTER** after typing in the word. ☒

ACTIVITY 8 – FLASH MEMORY

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **8**, then **ENTER** to start Activity 8. A word appears briefly, then repeats once.
3. Recall the word and type it in, then press **ENTER**. ☒

ACTIVITY 9 – ROOT WORD

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **9**, then **ENTER** to start Activity 9. A word appears in the first row and two choices for the root of the word appear in the second row.
3. Highlight your choice for the root using the arrow keys or the mouse, then press **ENTER** or click the mouse button. ☒

In Spanish mode, this activity is Tenses, not Root Word. To play Tenses, follow these directions:

1. The laptop gives you a word in the upper part of the screen and asks for a particular tense of the word (for example, the past tense). It then gives you two choices for the correct tense of the word.

2. Use the up and down arrow keys to select one of the words, then press **ENTER**. ☒

ACTIVITY 10 — SENTENCE

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1, 0**, then **ENTER** to start Activity 10. A sentence with a missing word scrolls across the upper half of the screen.
3. Press **▲** or **▼** or use the mouse to scroll through and view possible replacement words.
4. When the desired word appears, press **ENTER** or click the mouse button. ☒

ACTIVITY 11 — JUMBLED SENTENCES

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1** twice, then **ENTER** to start Activity 11. A scrambled sentence appears at the top of the screen.
3. When you decide which word begins the sentence, use the left or right arrow keys to move to the selected word, then press **ENTER**. The selected word moves down to the second row.
4. Repeat Step 3 for the rest of the words. ☒

CATEGORY 2: MATHEMATICS

ACTIVITY 12 — ADDITION

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1, 2**, then **ENTER** to start Activity 12. A question with an addition problem appears.
3. Type the correct answer and press **ENTER**. ☒

ACTIVITY 13 — SUBTRACTION

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1, 3**, then **ENTER** to start Activity 13. A subtraction question appears.

NOTE

Activity 9 — Tenses

The laptop tells you if your answer is correct.

Activity 10 — Sentence

You earn 1 point for each correct answer.

Activity 11 — Jumbled Sentences

When all the words at the top are used, the laptop tells you if your unscrambled sentence is correct.

Activity 12 — Addition

The laptop tells you if your answer is correct. You have two tries for each question.

☑ **NOTE** ☑

Activity 13 — Subtraction &

Activity 14 — Multiplication

The laptop tells you if your answer is correct. You have two tries for each question.

Activity 15 — Division

The laptop tells you if your answer is correct. You get two tries for each question.

Activity 16 — Completing Equations

The laptop tells you if your answer is correct.

Activity 17 — Smaller/Larger

You have only one chance to get the correct answer.

3. Type the correct answer and press ENTER. ☑

ACTIVITY 14 — MULTIPLICATION

1. Press ON/MODE to go to the Category Selection Menu.
2. Press 1, 4, then ENTER to start Activity 14. A multiplication question appears.
3. Type the correct answer and press ENTER. ☑

ACTIVITY 15 — DIVISION

1. Press ON/MODE to go to the Category Selection Menu.
2. Press 1, 5, then ENTER to start Activity 15. A division question appears.
3. Type the correct answer and press ENTER. ☑

ACTIVITY 16 — COMPLETING EQUATIONS

1. Press ON/MODE to go to the Category Selection Menu.
2. Press 1, 6, then ENTER to start Activity 16. An equation that is missing a mathematical symbol (+, -, ×, ÷) appears.
3. Enter the correct symbol to complete the equation. ☑

ACTIVITY 17 — SMALLER/ LARGER

1. Press ON/MODE to go to the Category Selection Menu.
2. Press 1, 7, then ENTER to start Activity 17. Two mathematical problems appear, one on each row.
3. Work the problems and compare their results.
4. Enter > (greater than) or < (less than) to complete the equation. ☑

ACTIVITY 18 — NUMBERING LOGIC

The aim of this activity is for you to analyze and identify the mathematical operation behind the complete set of numbers.

1. Press ON/MODE to go to the Category Selection Menu.

2. Press 1, 8, then ENTER to start Activity 18. Two pairs of numbers appear. A number is missing from one of the pairs.
3. Identify the mathematical relation between the two numbers of the complete pair, then apply the relationship to the incomplete pair to find out the missing number.
4. Type the missing number and press ENTER. ✓

ACTIVITY 19 — FRACTION

1. Press ON/MODE to go to the Category Selection Menu.
2. Press 1, 9, then ENTER to start Activity 19. An equation consisting of mixed fractions appears. Part of one of the fractions is missing.
3. Figure out the number that makes the equation true. Type the number. ✓

ACTIVITY 20 — PERCENTAGES

1. Press ON/MODE to go to the Category Selection Menu.
2. Press 2, 0, then ENTER to start Activity 20. A percentage or a decimal appears.
3. If a percentage appears, type in the decimal corresponding to that percentage. If a decimal appears, type in the percentage corresponding to that decimal. ✓

ACTIVITY 21 — ALGEBRA

Some prior knowledge of algebra would be helpful before attempting this activity.

1. Press ON/MODE to go to the Category Selection Menu.
2. Press 2, 1, then ENTER to start Activity 21. An equation with an unknown (**X**) appears.
3. Figure out the value of **X** in order to solve the algebraic equation. Type the value and press ENTER. ✓

ACTIVITY 22 — FACTOR & MULTIPLES

1. Press ON/MODE to go to the Category Selection Menu.

NOTE

Activity 18 — Numbering Logic

You get two tries for each question.

Activity 19 — Fraction

You have two tries to answer the question.

Activity 20 — Percentages

The laptop tells you if your answer is correct. You have two tries for each question.

Activity 21 — Algebra

You have two tries for each question.

☑ **NOTE** ☑

Activity 22 — Factors & Multiples

You have two tries for each question.

Activity 23 — Geometry

- Rectangle:
Area = Length x Height
- Triangle:
Area = Length x Height ÷ 2
- Square:
Area = Length x Height

2. Press 2 twice, then **ENTER** to start Activity 22. The laptop asks you either Lowest Common Multiple (LCM) or Highest Common Factor (HCF) questions.

*In an HCF question, you see two or three numbers at the top of the screen and **HCF** below them.*

*In an LCM question, you see two or three numbers at the top of the screen and **LCM** below them.*

3. Find the LCM or HCF of the numbers and type it. ☑

ACTIVITY 23 — GEOMETRY

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press 2, 3, then **ENTER** to start Activity 23. A picture appears and the laptop asks you a question about the picture's area.
3. Figure out the length, height, or area of the picture.
4. Type the answer and press **ENTER** or click the mouse. ☑

ACTIVITY 24- CALCULATOR

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press 2, 4, then **ENTER** to start Activity 24.
3. Use the laptop as a calculator. Enter the calculation and press = to get the result.

The maximum length of the calculation is 10 digits, including any mathematical symbols.

4. To clear the screen and start a new calculation, press **ALL CLEAR**.

CATEGORY 3: MUSIC & DRAWING

ACTIVITY 25 — KARA-OK

You can sing along with the laptop or just listen to different songs in this activity. There are 26 songs in the memory.

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press 2, 5, then **ENTER** to start Activity 25.

3. Select a song by pressing any letter from A to Z.

ACTIVITY 26 — DANCE TO MUSIC

1. Press **ON/MODE** to go to the *Category Selection Menu*.
2. Press **2, 6**, then **ENTER** to start Activity 26. A standing figure appears.
3. Press any letter from **A** to **Z** to select a melody from the memory.
4. Once the melody starts playing, press **T** or **U** to move the figure's arms, and **V** or **N** to move the figure's legs.

ACTIVITY 27 — MUSIC MAKER

1. Press **ON/MODE** to go to the *Category Selection Menu*.
2. Press **2, 7**, then **ENTER** to start Activity 27. Press the keys with the blue music symbols to compose your own melody.
3. To record your melody, press **RECORD** before you begin composing. *r* appears in the top right hand corner of the display during recording.
4. When you finish recording, press **PLAY** to hear the playback.
5. To erase the stored melody, press **ALL CLEAR**, change to another activity, or turn the laptop off.

ACTIVITY 28 — DRAW

This activity uses special drawing keys (**T** ←, **Y** ↑, **U** ↗, **F** ←, **J** →, **V** ↘, **B** ↓, and **N** ↙) to draw, move, and erase a picture.

1. Press **ON/MODE** to go to the *Category Selection Menu*.
2. Press **2, 8**, then **ENTER** to start Activity 28.
3. Select the drawing mode by pressing **DRAW** ◀, **MOVE** ▶, or **ERASE** ▼. A drawing point appears at the center of the screen.
4. Press **DRAW**, then use the drawing keys to draw.

Press **ERASE**, then use the drawing keys to erase points and lines in the drawing.

NOTE

Activity 27 — Music Maker

You can record up to 34 notes.

Activity 28 — Draw

- You can also use the mouse to draw, move, and erase a picture.
- You can also modify pictures that already exist on the laptop. Just repeatedly press **DIGI PHOTO** to bring up different pictures until your desired picture appears, then use the drawing keys to alter it as desired.

Press **MOVE**, then use the drawing keys to move to another location in your picture.

5. Use **ALL CLEAR** to clear the whole screen.

ACTIVITY 29 — DRAWING PROGRAMMING

This activity helps you learn how to transform manual operation into computer language to perform an automation. For example, you can program the laptop to draw a diamond.

The program starts with **Start** and ends with **End**. Enter drawing commands (**DRAW**, **ERASE** and **MOVE**), drawing keys (**T**, **Y**, **U**, **F**, **J**, **V**, **B**, and **N**), and distance units to create an automation.

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2, 9**, then **ENTER** to start Activity 29. **Start:** appears.
3. Press **DRAW**, **ERASE** or **MOVE** to begin your program.
4. Use the drawing keys to tell your program in which direction to perform the operation. ↵
5. Enter the number of dots for the command (up to 9 dots in each command line).
6. Press **ENTER** to store your command and move to the next command. ↵
7. Press **RECORD** to save the program. **End** appears.
8. To run the program, press **PLAY**.
9. To edit the program, press **REPEAT**. Press ← (backspace) to erase the commands one by one, or press **ENTER** to scroll through the commands you do not want to edit. Press **RECORD** to finish editing.
10. To erase the program, press **ALL CLEAR**.

NOTE

- Drawing Keys: **T** ↖, **Y** ↑, **U** ↗, **F** ←, **J** →, **V** ↙, **B** ↓, and **N** ↘.
- You can add up to 11 command lines to your program. After you enter the eleventh command, **End** automatically appears and the program is saved. You do not have to press **RECORD** to save the program.

CATEGORY 4: GAMES & AMUSEMENT

ACTIVITY 30 — KEYBOARD TYPING

1. Press **ON/MODE** to go to the Category Selection Menu.

2. Press **3, 0**, then **ENTER** to start Activity 30. The laptop randomly selects a letter from **A** to **Z**. The letter flashes.
3. Type the letter that appears. When you type the correct letter, the letter disappears and a new letter appears. You have 2 minutes to erase as many letters as possible. ☒

ACTIVITY 31 — TYPING PRACTICE

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **3, 1**, then **ENTER** to start Activity 31. A letter falls from the top of the screen.
3. Type the same letter before the letter gets to the bottom. When you type the correct letter, the letter disappears and a new letter starts to fall. ☒

ACTIVITY 32 — WORD INVADERS

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **3, 2**, then **ENTER** to start Activity 32. A word falls from the top of the screen.
3. Type the word before it reaches the bottom. The speed of the falling words increases the longer you play. ☒

At the end of the game, your score appears.

ACTIVITY 33 — PAPER-STONE-SCISSORS

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **3** twice, then **ENTER** to start Activity 33. The laptop is your opponent. It counts from one to three.
3. Press **1** (Stone), **2** (Scissors), or **3** (Paper) immediately after the third count or you will lose the game. ☒

ACTIVITY 34 — TOWER OF HANOI

The objective of this game is to move all the bars from the pole at the far left to the pole at the far right. You can move bars to the middle pole while you work with other bars.

☒ NOTE ☒

Activities 30, 31 & 32

Press **CAP LOCK** to change to capital letters. **↑** appears at the top of the screen. Press **CAP LOCK** again to change to lowercase letters.

Activity 30 — Keyboard Typing

The small horizontal bars on top of the screen indicate the elapsed time.

Activity 31 — Typing Practice

There is a 3-minute time limit. The small horizontal bars at the top of the screen show the time elapsed. The more letters you get, the higher your score.

Activity 32 — Word Invaders

The time indicator bars are located at the top of the screen. All the bars appear when time is up.

☑ **NOTE** ☑

Activity 34 — Tower of Hanoi

The fewer moves it takes you to accomplish this objective, the higher your score.

Activity 35 — Shape Puzzle

The laptop displays the correct answer if you do not answer correctly after two attempts.

Activity 36 — Discovery

- The small vertical bars at the top of the screen show the elapsed time.
- If you match two cards, they change to rectangles. If you do not match the cards correctly, they will be turned down again.
- Try to remember all the cards that you have turned over.
- The game ends when you have matched all the cards or your time is up.

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **3, 4**, then **ENTER** to start Activity 34. To select the level of difficulty from 1 (easiest) to 5 (most difficult), press the desired number key.
3. Place the bars on any pole. You cannot stack a larger bar on top of a smaller bar.

To select a bar, use the arrow keys (at the bottom right corner of the keyboard), or the mouse, to move the cursor to the desired bar, then press **ENTER** or click the mouse.

4. To deposit the selected bar on a pole, use the arrow keys or the mouse to move the cursor to the desired pole, then press **ENTER** or click the mouse. ☑

ACTIVITY 35 — SHAPE PUZZLE.

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **3, 5**, then **ENTER** to start Activity 35. A picture appears, then divides into four sections and reappears with the sections in random order.
3. Assign the parts a number according to their original order.

1	upper left
2	upper right
3	lower left
4	lower right

ACTIVITY 36 — DISCOVERY

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **3, 6**, then **ENTER** to start Activity 36. There are ten pairs of cards facing down. You have 3 minutes to match all the cards. You can turn up two cards at a time. ☑
3. Use the arrow keys at the bottom right corner of the keyboard, or the mouse, to select the desired card, then press **ENTER** or click the mouse. ☑

ACTIVITY 37 — TIC-TAC-TOE

1. Press **ON/MODE** to go to the Category Selection Menu.

2. Press 3, 7, then ENTER to start Activity 37.
3. Press 1 to play against the laptop, or 2 to play against a friend.

The objective is to get three dots (.) or plus signs (+) in a row. Whoever can get three in a row first is the winner.

The laptop shows whose turn it is by a flashing cursor under the player's number.

4. Use the arrow keys or the mouse to move . (or + for player 2) to the desired box, then press ENTER or click the mouse.

ACTIVITY 38 — GRAND-PRIX

1. Press ON/MODE to go to the Category Selection Menu.
2. Press 3, 8, then ENTER to start Activity 38. Use ◀ and ▶ for steering, and ▲ and ▼ to increase or decrease speed. ☒

ACTIVITY 39 — PING-PONG

1. Press ON/MODE to go to the Category Selection Menu.
2. Press 3, 9, then ENTER to start Activity 39. A ball drops from the top of the screen. Press ◀ or ▶ to move the ping-pong paddle left or right to keep the ball from falling to the ground.

When you hit the ball, it bounces back up and rebounds from the side or top and comes down again. ☒

ACTIVITY 40 — DEMO

1. Press ON/MODE to go to the Category Selection Menu.
2. Press 4, 0, then ENTER to start Activity 40. The laptop demonstrates all the activities.

CARE

Keep the laptop dry; if it gets wet, wipe it dry immediately. Use and store the laptop only in normal temperature environments. Handle the laptop carefully; do not drop it. Keep the laptop away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.

☒ NOTE ☒

Activity 38 — Grand Prix

- You have three cars to drive as far as possible within 2½ minutes. Try to keep the car on the track. If a car runs off the track, you will lose it.
- At the end of the game, the laptop displays the total distance you have driven.

Activity 39 — Ping Pong

- You receive one point for each time you hit the ball. Score as many points as you can within the time limit. You have five misses before the game ends.
- To adjust the level of difficulty, you can increase the ball's speed by pressing the up arrow key, or decrease its speed by pressing the down arrow key.

Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

RadioShack Customer Relations, 200 Taylor Street, 6th Floor, Fort Worth, TX 76102

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SERVICE AND REPAIR

If your laptop is not performing as it should, take it to your local RadioShack store for assistance. Modifying or tampering with the laptop's internal components can cause a malfunction and might invalidate its warranty and void your FCC authorization to operate it.

THE FCC WANTS YOU TO KNOW

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the *FCC Rules*. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult your local RadioShack store or an experienced radio/TV technician for help.
- If you cannot eliminate the interference, the FCC requires that you stop using your laptop.

Changes or modifications not expressly approved by RadioShack may cause interference and void the user's authority to operate the equipment.